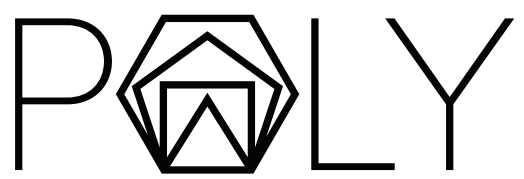


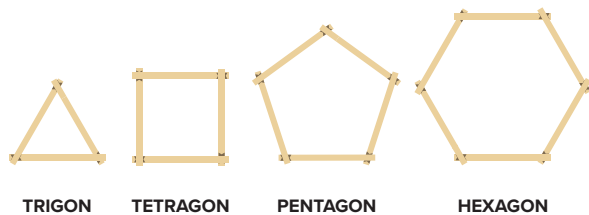
playpoly.se



THROW • PICK • BUILD

POLY

Poly is a fun game based on geometric shapes with 3-6 sides that are called polygons.



PREPARATION

Form two teams. Each team builds their side of the playing field according to the drawing below with 9 sticks and 3 bean bags each. Use 1 stick length for the distance between each polygon and 2 stick lengths between the teams, as shown in the drawing below.

HOW TO PLAY

Poly is played by repeating the following 3 phases until one team wins and the game is over.

1. THROW

The starting team tries to hit the opponents' polygons with their 3 bean bags. Then the other team follows.

If there are no hits*, pick up the bean bags and repeat the THROW phase.

2. PICK

Your polygons lose one stick for each successful hit. Pick them up now**.

3. BUILD

Hand over the lost sticks to the opposite team. Now, both teams will expand*** their polygons with the:

- Won sticks from the opponents.
- Left over sticks from destroyed**** polygons.

BONUS!

When a polygon has been expanded into a Hexagon it works as a base. You can now stand in it when you are throwing! Deciding when and where to create a hexagon is an important tactical element of the game.



If your hexagon is hit in the throwing phase, before you have thrown your bean bags, you are still allowed to stand in it during this round.

WIN

A team wins by destroying all the opponents polygons.

The game immediately ends after the THROW phase if one of the team's last polygons has been hit so many times that it is destroyed.** If both teams' last polygons gets destroyed during the same round the game ends in an honorable draw.

*

For a hit to count, the bean bag must lie so that it touches the ground inside the polygon.

**

If your polygon has fewer than three sides, it is destroyed - the sticks remaining are built into your other polygons in the BUILD phase.

A polygon can't be expanded larger than a Hexagon (6 sides).

A destroyed polygon, fewer than three sticks, can never be rebuilt, even if you win sticks in the same round.

Sticks that can't fit in any polygon are dead, they should be put aside and no longer be in the game.

